

- 5           c)     video game software interfacing between the video game controller and the output  
6                 screen; and  
7           d)     an interactive video game controller adapter engaged with the video game  
8                 controller and shaped to simulate the real-life activity emulated by the video  
9                 game.

1       2.     (Original): The video game system as claimed in Claim 1, wherein the adapter has input  
2                 controls shaped to simulate the real-life activity emulated by the video game.

1       3.     (Original): The video game system as claimed in Claim 2, wherein the control buttons of  
2                 the video game controller are activated when the corresponding input controls of the  
3                 adapter are activated.

1       4.     (Original): The video game system as claimed in Claim 1, wherein a different adapter is  
2                 provided for each different video game of the video game system.

1       5.     (Currently Amended): A video game input device including comprising:  
2                 a)     a video game controller having control buttons for inputting commands to  
3                         manipulate video game images on an output screen of a video game system  
4                         through a power cord; and  
5                 b)     an interactive video game controller adapter engaged with the video game  
6                         controller and shaped to simulate the real-life activity emulated by the video  
7                         game.

1       6.     (Original): The video game input device as claimed in Claim 5, wherein the adapter has  
2                 input controls shaped to simulate the real-life activity emulated by the video game.

1       7.     (Original): The video game input device as claimed in Claim 6, wherein the control  
2                 buttons of the controller are activated when the corresponding input controls of the  
3                 adapter are activated.

1       8.     (Original): The video game input device as claimed in Claim 5, wherein a different  
2                 adapter is provided for each different video game of the video game system.

1 9. (Original): The video game input device as claimed in Claim 5, wherein the controller is  
2 used with a Sony Playstation™ video game system.

1 10. (Currently Amended): The video game input device as claimed in Claim 5, wherein the  
2 controller comprises:

- 3 a) a main body, ;  
4 b) a pair of circular base plates formed on a top face of the main body and spaced  
5 from each other a predetermined distance; ; and  
6 c) two projections formed on a rear face of the main body.

1 11. (Original): The video game input device as claimed in Claim 10, wherein the control  
2 buttons of the controller are formed on the base plates, the projections, and the top face of  
3 the main body of the controller.

1 12. (Original): The video game input device as claimed in Claim 10, wherein the controller  
2 comprises a pair of push buttons formed on the top face of the main body, a pair of  
3 handgrips formed on opposite ends of the main body, and a power cord extending from  
4 the rear face of the main body for electrically connecting the controller to the video game  
5 system.

1 13. (Original): The video game input device as claimed in Claim 10, wherein the adapter  
2 comprises a main body, two arms extending from the main body, a lip formed on a front  
3 portion of the main body for engaging with the controller between the base plates, a  
4 cutout defined in each arm for receiving the corresponding base plate of the controller,  
5 and a receiving space formed in the main body for receiving a portion of the controller.

1 14. (Original): The video game input device as claimed in Claim 13, wherein the adapter  
2 comprises a retractable handle outwardly extending from one of the two arms, a rotatable  
3 knob outwardly extending from the other of the two arms, a rod inwardly extending from  
4 each of the handle and the knob into the receiving space, and an end portion  
5 perpendicularly extending from each rod, each end portion being positioned proximate  
6 the control buttons formed on the corresponding projection of the controller whereby  
7 manipulation of the knob and handle causes the end portions to activate the  
8 corresponding control buttons.

1 15. (Original): The video game input device as claimed in Claim 14, wherein the adapter is  
2 used with a video game having an animated onscreen character, the main body of the  
3 adapter corresponding to a head of the character, the arms of the adapter corresponding to  
4 the arms of the character whereby pulling the handle away from the main body of the  
5 adapter causes the character to pull an onscreen object and rotating the knob causes the  
6 character to spin an onscreen object.

1 16. (Currently Amended): An interactive video game controller adapter for engaging with a  
2 hand-held video game controller and shaped to represent the unique characteristics of a  
3 video game, the interactive video game controller adapter being configured to  
4 manipulated control buttons on the a hand-held video game controller through input  
5 controls to manipulate images of a video game on a remote screen coupled to the hand-  
6 held video game controller.

1 17. (Currently Amended): The interactive video game controller adapter as claimed in Claim  
2 16, wherein the adapter has the input controls are shaped to simulate the real-life activity  
3 emulated by the video game.

1 18. (Original): The interactive video game controller adapter as claimed in Claim 17, wherein  
2 control buttons of the controller are activated when the corresponding input controls of  
3 the adapter are activated.

1 19. (Original): The interactive video game controller adapter as claimed in Claim 18 further  
2 comprising a main body, two arms extending from the main body, a lip formed on a front  
3 portion of the main body for engaging with the controller, a cutout defined in each arm  
4 for receiving corresponding engaging portions of the controller, and a receiving space  
5 formed in the main body for receiving a portion of the controller.

1 20. (Original): The interactive video game controller adapter as claimed in Claim 19 further  
2 comprising a retractable handle outwardly extending from one of the two arms, a  
3 rotatable knob outwardly extending from the other of the two arms, a rod inwardly  
4 extending from each of the handle and the knob into the receiving space, and an end  
5 portion perpendicularly extending from each rod, each end portion being positioned

6 proximate the corresponding control buttons of the controller whereby manipulation of  
7 the knob and handle causes the end portions to activate the corresponding control buttons.

- 1 21. (Original): The interactive video game controller adapter as claimed in Claim 20, wherein  
2 the adapter is used with a video game having an animated onscreen character, the main  
3 body of the adapter corresponding to a head of the character, the arms of the adapter  
4 corresponding to the arms of the character whereby pulling the handle away from the  
5 main body of the adapter causes the character to pull an onscreen object and rotating the  
6 knob causes the character to spin an onscreen object.
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